```
//------------------------------------------------------------------------------
// <auto-generated>
//     This code was generated by a tool.
//     Runtime Version:4.0.30319.42000
//
//     Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// </auto-generated>
//------------------------------------------------------------------------------

namespace NoSleep.Properties {
    using System;


    /// <summary>
    ///   A strongly-typed resource class, for looking up localized strings, etc.
    /// </summary>
    // This class was auto-generated by the StronglyTypedResourceBuilder
    // class via a tool like ResGen or Visual Studio.
    // To add or remove a member, edit your .ResX file then rerun ResGen
    // with the /str option, or rebuild your VS project.
    [global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"16.0.0.0")]
    [global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
    [global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
    internal class Resources {

        private static global::System.Resources.ResourceManager resourceMan;

        private static global::System.Globalization.CultureInfo resourceCulture;

        [global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
        internal Resources() {
        }

        /// <summary>
        ///   Returns the cached ResourceManager instance used by this class.
        /// </summary>

[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]
        internal static global::System.Resources.ResourceManager ResourceManager {
            get {
                if (object.ReferenceEquals(resourceMan, null)) {
                    global::System.Resources.ResourceManager temp = new
global::System.Resources.ResourceManager("NoSleep.Properties.Resources", typeof(Resources).Assembly);
                    resourceMan = temp;
                }
                return resourceMan;
            }
        }

        /// <summary>
        ///   Overrides the current thread's CurrentUICulture property for all
        ///   resource lookups using this strongly typed resource class.
        /// </summary>

[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]
        internal static global::System.Globalization.CultureInfo Culture {
            get {
                return resourceCulture;
            }
            set {
                resourceCulture = value;
            }
        }

        /// <summary>
        ///   Looks up a localized resource of type System.Drawing.Bitmap.
```

```
/// </summary>
internal static System.Drawing.Bitmap a_lot_of_skulls {
   get {
      object obj = ResourceManager.GetObject("a_lot_of_skulls", resourceCulture);
      return ((System.Drawing.Bitmap)(obj));
   }
}

/// <summary>
///   Looks up a localized string similar to Windows Registry Editor Version 5.00
///
///[HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\Keyboard Layout]
///&amp;quot;Scancode Map&amp;quot;=hex:00,00,00,00,00,00,00,00,03,00,00,00,4d,e0,1d,e0,4b,e0,1d,00,\
///  00,00,00,00.
/// </summary>
internal static string disctrl {
   get {
      return ResourceManager.GetString("disctrl", resourceCulture);
   }
}

/// <summary>
///   Looks up a localized resource of type System.Byte[].
/// </summary>
internal static byte[] hol333 {
   get {
      object obj = ResourceManager.GetObject("hol333", resourceCulture);
      return ((byte[])(obj));
   }
}

/// <summary>
///   Looks up a localized resource of type System.Drawing.Bitmap.
/// </summary>
internal static System.Drawing.Bitmap NoSleeper {
   get {
      object obj = ResourceManager.GetObject("NoSleeper", resourceCulture);
      return ((System.Drawing.Bitmap)(obj));
   }
}

/// <summary>
///   Looks up a localized resource of type System.Byte[].
/// </summary>
internal static byte[] RSOD {
   get {
      object obj = ResourceManager.GetObject("RSOD", resourceCulture);
      return ((byte[])(obj));
   }
}

/// <summary>
///   Looks up a localized resource of type System.Drawing.Bitmap.
/// </summary>
internal static System.Drawing.Bitmap skull_real {
   get {
      object obj = ResourceManager.GetObject("skull_real", resourceCulture);
      return ((System.Drawing.Bitmap)(obj));
   }
}

/// <summary>
///   Looks up a localized resource of type System.Drawing.Icon similar to (Icon).
/// </summary>
internal static System.Drawing.Icon skull_real_ico {
   get {
      object obj = ResourceManager.GetObject("skull_real_ico", resourceCulture);
      return ((System.Drawing.Icon)(obj));
   }
}
```

```
        /// <summary>
        ///   Looks up a localized resource of type System.IO.UnmanagedMemoryStream similar to System.IO.MemoryStream.
        /// </summary>
        internal static System.IO.UnmanagedMemoryStream some_music {
            get {
                return ResourceManager.GetStream("some_music", resourceCulture);
            }
        }

        /// <summary>
        ///   Looks up a localized resource of type System.Byte[].
        /// </summary>
        internal static byte[] some_video {
            get {
                object obj = ResourceManager.GetObject("some_video", resourceCulture);
                return ((byte[])(obj));
            }
        }
    }
}
```